


Audio::Listener::update



```
graph LR; A[Audio::Listener::update] --> B[Audio::Listener::getRenderable]
```

A diagram showing a call from the `Audio::Listener::update` method to the `Audio::Listener::getRenderable` method. The `Audio::Listener::update` box is shaded gray, and the `Audio::Listener::getRenderable` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

Audio::Listener::getRenderable